

09/885,382

| L Number | Hits | Search Text | DB | Time stamp |
|----------|------|---|-------|---------------------|
| 1 | 0 | ("computer and pixel and (source same destination) and @ad<19991206").PN. | USPAT | 2003/06/07 17:59 |
| 2 | 1862 | computer and pixel and (source same destination) and @ad<19991206 | USPAT | 2003/06/07 18:00 |
| 3 | 632 | (computer and pixel and (source same destination) and @ad<19991206) and pipeline | USPAT | 2003/06/07 18:00 |
| 4 | 38 | ((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl | USPAT | 2003/06/07 18:01 |
| 5 | 35 | ((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail)) | USPAT | 2003/06/07 18:03 |
| 6 | 15 | ((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil) | USPAT | 2003/06/07 18:05 |
| 7 | 15 | (((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline) | USPAT | 2003/06/07 18:05 |
| 8 | 15 | (((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth | USPAT | 2003/06/07 18:06 |
| 9 | 0 | ((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and (fetch same texture) | USPAT | 2003/06/07 18:06 |
| 10 | 0 | ((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and (fetch same slope) | USPAT | 2003/06/07 18:06 |
| 12 | 0 | ((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and slope) and (multiple same precision) | USPAT | 2003/06/07 18:07 |
| 13 | 0 | ((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and slope) and (multiple near precision) | USPAT | 2003/06/07 18:08 |
| 14 | 77 | ((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and (multiple near precision) | USPAT | 2003/06/07 18:08 |

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|----|----|--|-------|---------------------|
| 15 | 0 | ((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and (multiple near precision)) and "multiple levels of precision" | USPAT | 2003/06/07 18:08 |
| 16 | 0 | ((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and "multiple levels of precision" | USPAT | 2003/06/07 18:08 |
| 17 | 0 | (computer and pixel and (source same destination) and @ad<19991206) and "multiple levels of precision" | USPAT | 2003/06/07 18:09 |
| 18 | 0 | (computer and pixel and (source same destination) and @ad<19991206) and ((multiple same precision) near levels) | USPAT | 2003/06/07 18:10 |
| 19 | 0 | (computer and pixel and (source same destination) and @ad<19991206) and ((multiple same levels) near precision) | USPAT | 2003/06/07 18:11 |
| 21 | 3 | ((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and slope) and ((floating same point) and "fixed point") | USPAT | 2003/06/07 18:12 |
| 20 | 2 | ((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and (multiple near precision)) and ((floating same point) and "fixed point") | USPAT | 2003/06/07 18:14 |
| 11 | 15 | ((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and slope | USPAT | 2003/06/07 18:47 |
| 22 | 0 | ((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and slope) and ((program\$9 near process\$3) same pipeline) | USPAT | 2003/06/07 18:49 |
| 23 | 0 | ((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and slope) and ((program\$9 near process\$3) | USPAT | 2003/06/07 18:50 |
| 24 | 8 | ((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (program\$9 near process\$3) | USPAT | 2003/06/07 18:50 |
| 25 | 0 | ((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and ((program\$9 near process\$3) same pipeline) | USPAT | 2003/06/07 18:51 |
| 26 | 4 | ((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and ((program\$9 near process\$3) same pipeline) | USPAT | 2003/06/07 19:04 |

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|----|----|---|-------|---------------------|
| 27 | 4 | (computer and pixel and (source same destination) and @ad<19991206) and ((program\$9 near process\$3) same pipeline) | USPAT | 2003/06/07 19:06 |
| 28 | 4 | ((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and ((program\$9 near process\$3) same pipeline)) and ((computer and pixel and (source same destination) and @ad<19991206) and ((program\$9 near process\$3) same pipeline)) | USPAT | 2003/06/07 19:06 |
| 29 | 2 | (computer and (graphics or rendering)) and opengl and ((program\$9 near process\$3) same pipeline) | USPAT | 2003/06/07 19:30 |
| 31 | 0 | ((computer and (graphics or rendering)) and ((opengl or "D3D") near api) and @ad<19991206) and (program adj user) | USPAT | 2003/06/07 19:31 |
| 32 | 0 | ((computer and (graphics or rendering)) and ((opengl or "D3D") near api) and @ad<19991206) and (program near user) | USPAT | 2003/06/07 19:31 |
| 33 | 4 | ((computer and (graphics or rendering)) and ((opengl or "D3D") near api) and @ad<19991206) and (program same user) | USPAT | 2003/06/07 19:32 |
| 30 | 47 | (computer and (graphics or rendering)) and ((opengl or "D3D") near api) and @ad<19991206 | USPAT | 2003/06/07 19:59 |
| 34 | 48 | (computer and (graphics or rendering)) and ((opengl or java3D or "D3D") near api) and @ad<19991206 | USPAT | 2003/06/07 20:15 |
| 35 | 50 | (computer and (graphics or rendering)) and ((opengl or java3D or Direct3D or "D3D") near api) and @ad<19991206 | USPAT | 2003/06/07 20:35 |
| 36 | 1 | ((computer and (graphics or rendering)) and ((opengl or java3D or Direct3D or "D3D") near api) and @ad<19991206) and swizzle | USPAT | 2003/06/07 20:35 |